

paused	boolean
events	Array <scheduledevent></scheduledevent>
time	float
lastEvent	ScheduledEvent
engine	Engine
LevelChoreographe	r(Engine)
pause()	void
resume()	void
loadEventsFromFile	0 void
popNextEvent()	ScheduledEvent
getNextEvent()	ScheduledEvent
schedule(float, Cho	reographEvent) void
update(float)	void
empty empty	boolean
lastEvent	ScheduledEvent
engine	Engine

ScheduledEvent	
scheduled_time	float
event	ChoreographEvent
ScheduledEvent(float, Choreogr	raphEvent)
component1()	float
component2()	ChoreographEvent
copy(float, ChoreographEvent)	ScheduledEvent
toString()	String
hashCode()	int
equals(Object)	boolean
p event	ChoreographEvent
p scheduled_time	float

ChoreographEvent		
ChoreographEvent()		
onEvent(Engine)	void	
<u> </u>		
€ EnemySpawnEvent		
enemyEntity	Entity	
EnemySpawnEvent()		
onEvent(Engine)	void	